

# GRAUSTARK

#101

1965Q, 1966Q, 1966R, 1966AA

27 August 1966

1965Q

"Spring 1908"

TURKS & AUSTRIANS JOIN FORCES; INVADE ITALY

ENGLAND (Koning): A St.P-Liv; A Edi-St.P;  
F Norwegian Sea & F Bar C A Edi-St.P;  
F Iri-North Atlantic.

FRANCE (Wholan): A Spa-Gas; A Mar S A Spa-Gas; F Por-Mid.

GERMANY (Snythe): No moves received. A Brä,  
A War, A Sil, A Mun, A Bur, A Bro, F Don,  
F North Sea, & F Mid hold. A Gas dis-  
lodged and annihilated.

ITALY (Berman & Reinstein): F Tun-Tyr; F Nap-Tyr;  
A Ven-Ron; A Tri-Ven; A Tyr-Vic.

AUSTRIA-HUNGARY (K. Pattoc): A Ukr-Gal;  
A Bud S A Ukr-Gal; A Vic S A Ukr-Gal;  
A Scr-Tri; F Adr S TURKISH A Con-Apu.

TURKEY (Küch): A Rum holds; A Con-Apu; F Log  
& F Ion C A Con-Apu; F Gre-Alb; F Eas S  
F Ion.

Underlined moves are not possible. The  
deadline for "Fall 1908" moves is SATURDAY  
10 SEPTEMBER 1966, at NOON. James Latimer  
should prepare stand-by moves for Germany.

LISBON: May the English get premature  
poisoning from their crumpets.

1966Q

"Winter 1908"

DUAL MONARCHY DISBANDS ARMY IN ITALY

No retreat move was received for the  
Austro-Hungarian army dislodged from Rome.  
This army is therefore removed. "Winter  
1908" builds are:

FRANCE (Latimer): Builds F Bro.

RUSSIA (Aita): Builds A War, A Mos, A  
St.P.

The deadline for "Spring 1909" moves is  
SATURDAY 10 SEPTEMBER 1966 at NOON.

PARIS: "Ah, but now the situation is re-  
versed," commented Jacques III. "At first,  
all were against us. Now all want our aid.  
We can only say that the most promising offer  
will be accepted and diligently adhered to.  
What else can we but do?"

1966R

"Fall 1903"

ENGLISH SHATTER RUSSIANS IN NORTH

ENGLAND (Latimer): A Fin-St.P; F Bar S  
A Fin-St.P; F North Sea-Norway; F Nor-  
wegian Sea S F North Sea-Norway;  
F Hol-Kio.

FRANCE (Berman): F Mid-Wes; F Bel holds;  
A Ruh Mun; A Bur S A Ruh-Mun; A Pic-  
Tyr; A Pru-Ber.

GERMANY (Lobling): F Don-Swo; A Bar-Pru;  
A Kle-Ruh; A Mun-Ruh.

ITALY (Thomson): F Ion-Tun; A Tyr-Moa;  
A Gre-Ser; F Adr not ordered, holds.

AUSTRIA-HUNGARY (Uhr): F Tri S ITALIAN  
F Adr-Von; A Gal-Ukr; A Rum S A Gal-  
Ukr; A Bud-Gal; A Vic S A Bud-Gal.

RUSSIA (Levinson): A War S GERMAN A Ber-  
Pru; F St.P-Norway; F Norway-Swo;  
A Mos-St.P.

TURKEY (Wagner): A Arm-Rum; F Bla C A  
A Arm-Rum; A Sev & A Bla S A Arm-Rum.

Underlined moves are not possible.  
The Russian fleet in St. Petersburg is  
annihilated, and the Russian fleet in  
Norway must retreat to the Skagorösk.  
The Austro-Hungarian army in Rumania re-  
treats to Budapest. The French army in  
Prussia may retreat to either Livonia or  
Silesia. The German army in Munich may  
retreat to either Berlin, Silesia, or  
Bohemia or, since Germany has a removal  
coming up, this army may be removed. If  
both the Russian and the German army are  
ordered to retreat to Silesia, it is a  
stand-off, neither may retreat there,  
and both are annihilated. Their retreats  
are to be submitted with the "Winter  
1903" builds and removals, which may be  
made conditional upon the above-mentioned  
possibilities in the retreats.

The High Combatant Powers now con-  
trol the following supply centers:

(continued on p. 2)

1966AA

## FRENCH GOVERNMENT TOTTERS; FLEETS DISBANDED

As a consequence of "1902" moves, the following establishments and removals were made:

ENGLAND (Dygart): Builds A Edi, F Liv.

FRANCE (Snytho): No moves received. Gamesmaster removes F Mid, F Por.

GERMANY (Latinor): Builds A Mun, A Kio.

ITALY (Aita): Builds F Nap.

RUSSIA (Lako): Removes F Bot.

The deadline for "Spring 1903" moves is SATURDAY 10 SEPTEMBER 1966, at NOON. The stand-by player, Charles Turner, is asked to send in a set of moves for France.

SYRIA: Turkey will defend herself from the Italians, and Turkey now moves toward her defense.

ARMENIA: Turkey declares null and void all alliances with all Nations. "They are crazed with aggression." Only Russia has displayed friendship, and Turkey will not betray a wounded friend. "Nuts!" to Austria's demand that Turkey attack first Russia, then Italy. "If we attack anyone, it will probably be Austrians."

SALONA (13 October 1902): Her Imperial Majesty the Empress Lucrezia announced today that peace with the Russian Empire had been obtained. The Tsar, she said, had agreed to join the XLVI Crusade and to attack the infidel Turks, as soon as his realm is cleared of English invaders. Her Majesty, who desires peace among the Christian nations so that the XLVI Crusade may liberate Constantinople and Armenia from the yoke of Moslem oppression, declared her great happiness that Russian and Austrian armies would soon join in comradely march against the Turks.

SALONA (5 November 1902): Her Imperial Majesty the Empress Lucrezia, in conjunction with her father, Pope Innocent XIV, today warned the English Government that the English invasion of Russia must cease. "This war between Christian nations is unseemly and inopportune," she declared. "It is Our hope that the Government in London will cease its depredations against the peoples of Russia. While the infidel menaces Europe, we must observe a Truce of God, so that our crusaders might liberate Asia Minor and Constantinople, the ancient capital of Christendom, from the yoke of oppression." Her Majesty also announced that the Austrian armies were now under the command of her brother Cesare, who is expected to liberate the oppressed lands with the same gentleness with which he has put down various rebellions in Italy.

1966R (continued from p. 1)

ENGLAND: Edi, Hol, Liv, Lon, Nor,  
St. P. (6)

FRANCE: Bol, Bro, Mar, Mun, Par, Por,  
Spa. (7)

GERMANY: Bor, Don, Kio. (3)

ITALY: Gro, Nap, Rom, Sar, Tun, Ven. (6)

AUSTRIA-HUNGARY: Bud, Tri, Vio. (3)

RUSSIA: Mos, Svo, War. (3)

TURKEY: Ank, Bul, Con, Rum, Sev, Smy. (6)

Italy and Turkey may each build two new units. England and France may each build one new unit; however, if the French army dislodged from Prussia is annihilated, France may build two new units. Germany must remove one unit, unless the army dislodged from Munich is annihilated as explained above. Austria-Hungary must remove two units. These builds and removals may be made conditional upon the directions of the retreats. The deadline for these "Winter 1903" moves is SATURDAY 10 SEPTEMBER 1966 at NOON.

HONOLULU (6 September 1903, IRNS): The Ozer ended his summer vacation, here, with a tour of the new Russian Hawaiian University.

The university has announced free courses in Russian for all residents of islands, given at schools in every city. The Russian Universities at Anchorage and Manila had instituted such classes in the spring, but the shortage of qualified teachers here caused the delay.

TOKYO (10 September 1903, PNA): The Japanese Empire declared war on the Russian Empire and the Polish Grand Duchy by attacking Port Arthur and Manila. The naval



units in Dutch Harbor, R. A., and Pago Pago, German Samoa, are being sent to relieve the ports.

MANILA (11 September 1903, PNA): The Polish News Agency regrets to report the death of Stanislaus Wzniechowski, head of its Manila office. Wzniechowski was killed by Japanese shells while helping in the rescue of survivors of the bombardment of the St. Boris Childrens' Hospital.

LONDON: The Czar's effort was valiant but to no avail. We shall throw the fleet out of Norway.

LONDON: Let's do that again, France, and do it right.

WASHINGTON: In a surprise move today, three men have taken action to save the country from ruin. Woodrow Wilson, Acting Minority Leader of the Senate, Samuel Gompers of the United Workers, and John D. Rockefeller of Standard Oil, have taken action to remove from the hands of the Roosevelt and Bryan factions the means of war. Wilson, although he is legally only Acting Minority Leader, is in fact Minority Leader of the Senate, due to the depletion of the Democratic and Republican ranks which made the Reform Democrats the largest single party. Both Mr. Roosevelt and Mr. Bryan, under Wilson's urging, have been removed from "any and all elective offices held by them in the Republic". Mr. Gompers and Mr. Rockefeller, working together for a change, have "made certain that no materials of use to the opposing armies" shall either be manufactured or shipped for the balance of the period of emergency. Mr. Wilson announced at 11:34 AM that both Roosevelt and Bryan have agreed to a cease-fire, in spite of the fact that there is still sporadic firing around Baltimore and New York City. Both men warned that many of their followers are so zealous as to not admit the legality of the cease-fire, even loss its existence! Rumors say that Bryan plans to retire to his home in Denver, and Roosevelt to his in Oyster Bay. Wilson pledged that elections would be held in schedule in November of 1904. He also pledged to honor the sale of certain overseas territories to Russia and Germany, as well as recognize the legality of Cuban statehood. He also promised an accord with Robert Mackenzie's Expansionist Ministry in Ottawa.

MUNICH: Prince Otto is a hard man to pin down. He has been to every country in Europe during the past three years, including enemy England and unfriendly France, to the extent of living in the latter for a time. But now he has decided to move again. "Idt ist dor zilly var. Vun kannut ofen vind vun goodt class of Rhino Vino, und dor goodt Munich beer and bretzels: dey are naging skrrrappmull nit dor bretzel-nakers. Zoch a vastö of goodt bretzel dough!! Budt yesterday, I got a lodter vrurn nino cusin, Mags, in der Skvigi Islands, und he says dot dorö are hne Vrench or Zoxons in der Skvigi Island, zhe I go dorö, und I gun bagk vhen der var ist ofvar."

BERLIN: Chancellor von Kluck has made a last bid to turn the tide of the war. No one yet knows the details, but Generals von Moltke and Hoinrich, plus Admiral von Pohl, were soon entering the Reichschancellery for a high policy discussion with the Chancellor. His diplomats have been stumping the capitals of the continent for aid in the war. The only indication of the nature of the plan came from a list of names dropped by von Moltke as he left von Kluck's offices: The countries of Europe, with several names checked, several crossed out, and two with question marks beside them, plus the notation "Bayard: Stockholm?".

HANOI, FRENCH INDOCHINA: In committing all their strength to the European war, the French have neglected their colonies. Within the past two years, French Guiana, French India, and now French Indochina have either been conquered by other nations or declared themselves independent. Annam, as the new nation calls itself, declared its independence on September 17, 1903, and there is little the French can do about it. The new nation may have a short history, however, for Japan, recently finishing a quick digestion of Eastern China, is again hungry.

OTTAWA: Prime Minister Mackenzie's Expansionist government has withdrawn all support of England in the current conflict, ordering a withdrawal of the three divisions on the continent. It is believed he is preparing an invasion of the war-weakened United States.

4  
THE ADVENTURES OF SECRET AGENT O-O-HATE

Chapter IX

"You've got it?" Mac asked his ace agent, O-O-Hate. "You know whether or not this mysterious peacenik leader 'God' is really dead?"

"I'm absolutely certain," O-O-Hate replied. "Consider, chief. From what we've been able to find out about this anti-war fanatic, he is running a very efficient intelligence operation. He is supposed to keep close touch on what is going on, and to know what everyone is up to."

"He must have an even better bugging system than us or the CIA."

"Probably, if half of what I've heard about him is true. Also, he keeps track every time a sparrow falls, and you know we don't bother with anything smaller than a U-2." Now, let's stake up this intelligence operation of his with the aims of our agency, which are --"

"To get a real war going again?" Mac exclaimed, looking up at the blown-up photograph on the wall of his office. The photograph had been presented to him on his last birthday by O-O-Hate and the other field agents; it showed the napalm-scarred bodies of four Vietnamese children. Above the photo was the motto of their super-secret agency: "Every problem can be solved by killing enough people."

"Right." O-O-Hate went on. "Now this God has a record of dealing almost as roughly as our own agents against his opposition. So - he would, if alive, not only know what we were up to, but be quite well able to stop us. He hasn't, so --"

"Great work, O-O-Hate!" Mac shouted. "God is dead! You've got it!"

"Exactly."

His superior's congratulations ringing in his ears, O-O-Hate left the secret office, jumped into his Hatecopter, and flew back to Buglo, Pennsylvania, where he resumed his outward identity of Clark Gunsol, mild-mannered comic book collector. He parked the Hatecopter in his garage, where it was disguised as a 1941 Batmobile, and retired to his bomb-shelter below the house. There he unpacked a file of old comic books from the loss frequently read portion of his vast collection.

"Biblo Comics," he read the title. He then looked up at the other priceless classics in his collection - Superman, Blackhawks, Captain Marvel. "Magnificent literature, this," Gunsol mused for the thousandth time. "But we must never forget that, great fiction it is, it is still merely fiction." He looked down at the Biblo Comics. "And this, too."

(In the next issue, Clark Gunsol begins a new adventure as Secret Agent O-O-Hate. Follow this fearless foe of the international pacifist conspiracy as he encounters the fantastic Sir Harley Davidson!)

POSTAL INFORMATION

GRAUSTACK readers are reminded that there is no point in using air mail between points less than 300 miles apart. Air mail may, in fact, cause mail traveling less than 300 miles to be delayed rather than speeded. The distance of 300 miles from Brooklyn includes the states of Connecticut, Delaware, Maryland, Massachusetts, New Hampshire, New Jersey, New York, Rhode Island, and Vermont; the District of Columbia, Maine south and west of Augusta, Pennsylvania east of Pittsburgh, and Virginia north of the James River.

There is no time saved by use of special delivery; it usually comes with the regular mail deliveries anyway. Players who live near the Gamesmaster should be particularly careful about getting their moves in on time; some who live no further than a phone call away have been neglecting this lately. All moves must be in by noon of the announced deadline date.



## THOUGHTS ON DIPLOMACY RATING SYSTEMS

by Terence Kuch, Ph. D.

According to the IDF constitution, 25 ratifiers are necessary to make IDF 'official'. We can assume that this has already happened. The IDF constitution provides for, though it does not define, a rating system. The following thoughts should be considered in this light.

1. Any Diplomacy Rating system (DRS) based on numerical data (e. g., supply centers held, games won, etc.) may affect the play of the game. Even the Reinforced rating system (RRS) which is not widely recognized, and which has been publicized (to my knowledge) only in two zines, has led players to alter their strategies in at least three games that I know of. If a DRS were adopted by the IDF, it would have much wider repercussions.

2. Given that postal Diplomacy, as it is generally played today, is what we want to preserve and promote, any alteration of strategy on the part of even a minority of active players will seriously affect the game for all of us; by definition, and in fact probably, adversely.

3. Therefore, any rating system should preserve the 'payoff' currently recognized. (This is a game-theoretic term, and is defined as the objective manifestation, in play, of an individual's subjective value-system for the game. The payoff of Diplomacy-in-general, then, is not precisely calculable - we can only inquire whether or not the general style of the play has changed. If so, the payoff has changed.)

4. A valid DRS will then not affect players' strategies (i. e., will not alter recognized payoffs). Can we find a valid DRS?

5. The official objective of Diplomacy is to win. Second-best is still losers, and not just 'almost won'. Therefore the center-year system (CYS) is imperfect. If we grant that the winner should receive the lion's share of points in the DRS, the problem is how to rate the losers.

6. We cannot just say that 'all losers receive zero points', as the above might imply, because granted the official objective, then points for losers should be awarded on at least the basis of whether or not a loser affected the outcome of the game, i. e., who won. The adequacy of any DRS to determine this is doubtful, to say the least.

7. This point is critical; if it is not recognized, and the RRS or something similar is adopted, each player will try to 'hang on' until the end, and will choose a high probability of hanging on over a low probability of winning. This would make Diplomacy a dull game, indeed.

8. Under the CYS, on the other hand, a strong player may help an ally win, in return for favors in other games; if the final result is 18-16, the runner-up has still (probably) piled up an excellent center-year score, possibly greater than that of the winner!

9. Additionally, under both RRS and CYS, players are in effect penalized for games they do not enter. I am in 10 games at the moment, and this is just about the limit. I cannot hope to catch up to (e. g.) Jim Latimer under either system, because he is in 30 games (not that I could if I were in 30, but you got the point -).

10. Conclusion: A valid DRS would have to employ either an extremely sophisticated computer-analysis for point-allocation (which is, believe me as a computer expert, out of the question), or would have to be an unbiased allocation by Diplomacy masters, the Gamemaster, and perhaps the other players as well. This would cause conflicts and tensions rivaling those between HUAC and its witnesses. I suggest that it is not unwarranted for IDF to publish a list of 'master players' (except we know who these are already). But a rating system, with point-allocation, would be either harmful to the game or hopelessly liable to charges of bias and subjectivity.

## THE DIPLOMATIC POUCH

SCOTT DUNCAN, 2508 Highland Ave., Broomall, Penn. 19008: Many, many thanks for the complimentary copy of GRAUSTARK #100! I hope GRAU continues for many hundreds of copies more since I have heard only plaudits from many of the other 'zine editors about you and GRAU (I haven't written to Reinsel, however)... Also I'm pleased to receive Bülwerk #11 since I'm playing Austria-Hungary in the Brob and A Droite & Gauche games...

Concerning my letter(s) concerning this feud between Reinsel and you, I do wish you'd also printed the fact that I oppose political articles in game 'zines. I do intend to inform Reinsel of this opinion because I'm not about to take sides in an ideological argument. The marching and noise on both sides accomplishes very little because I've been disgusted with large portions of both the "patriots" and the "peace marchers"... Anyone who can sanction war, death, and murder is a fool just as is anyone who can claim that a Communist threat to the free world can be stopped by getting out...

((This apparently has reference to the "sinister international Communist conspiracy". The name of the villain has been changed, but otherwise this is just a modern version of the "sinister international Masonic conspiracy", "sinister international Catholic conspiracy", or "sinister international Jewish conspiracy" with which demagogues tried to rouse previous generations. Many of the alleged attributes of these "conspiracies" remain unchanged over the years, and are simply transferred from one to the next as occasion demands.))

...Regarding IDF: some organization IS needed because of the insurance of a player in a game (one of IDF's best suggestions), a standard rating system (if most desire this; Diplomacy is getting to be important enough so that a good system will be valuable eventually), and a standard body of rules (God! do we ever need this for the newcomers like myself). The IDF in California is rather complicated, but, if really good editors and players get involved, something useful can definitely come of it. Those who feel that any organization is bad aren't being too realistic in view of the many newcomers who are doomed to remain amateurs without good rules, etc. Certainly, one could buy all the "important" back issues of 'zines with rule interpretations; but whose do you believe in case of conflict? No, some organization is needed.

This is

O At  
P Great  
E Intervals  
R This  
A Appears  
T To  
I Inflamm  
O Optic  
N Nerves

((For my own part, I send copies of the most recent edition of the rules used in GRAUSTARK to new players if they don't already have them. The most recent edition is in GRAUSTARK #100.))

# 301

Having just finished John Reiner's letter, I find his a good example of the childish, name-calling emotion that makes up the part of the "peaceniks" which I am totally against. He and Reinsel are perfect opposites in opinion, yet the same kind of attitudes as far as how things are carried out. Nothing could make me believe that the US is just "continuing the fighting to show other countries our military show of arms". To call Johnson "the God of Right and Might" is childish slander which only indicates that Reiner couldn't think of a useful comment to make at that point. He assumes that, when we get out, the Communists will also kindly refrain from corrupting elections: naive, naive, naive. ((General Ky's military dictatorship has already rigged the elections by screening all candidates and denying the right to run to those who don't meet their standards. How could the Communists corrupt such an election any further? It's like the Roqufort cheese; nothing further is capable of happening to it!))...

Reiner is right in claiming Reinsel's denial of your right to print what you want is un-American, but Reiner's slander is even worse than un-American: it's immature which classifies such an attitude as inhuman. I think we'll all agree that a little responsible language can get to the point better than valueless name-calling. Reinsel, too, acts immaturely (just so I won't appear to be levelling



everything at Reiner). I doubt if either have really read beyond the Constitution, etc. There is a wealth of literature which influenced the men who wrote these great documents: it isn't enough to just be satisfied with the law!! you should also know "WHY?" these men wrote the laws they did. ((Didn't Charles Beard catch hell for trying to do this once?))

ROD WALKER, 1207 E. 16th St., Fremont, Nebr. 68025: Although I have admitted that the present set-up of the IDF has weaknesses and short-comings - which can only be changed, and ought to be changed, by the membership - I cannot understand the motivations of some of the IDF's opponents seem so determined to manufacture problems which don't exist.

I take as a prime example the letter by John Reiner in GRAUSTARK #100. I want to look at his objections one by one.

1. He claims that standardization of the rules would produce a "muddled mess" in which Diplomacy 'zines would lose their individuality. This is the first time that I have heard that people subscribe to one 'zine or another because of the types of rulings its Gamesmaster might make. I should think that there are much more important considerations which might be used. At any event, even if, say, sTab, GRAUSTARK, and Costaguana all made the same types of rulings, I am sure I could tell them apart. In any event, the purpose of rules is to provide uniformity, and those who want to be different can have variants (like me).

2. He wonders where the "\$5 entrance fee" goes - when in fact, that fee applies only to chartered 'zines, not to Members. However, I agree with his basic question, why so much money? I'm again such high dues - however, they're in the By-Laws, which need only a 50% plus one vote to change.

3. Who says the top execs won't include you or Calhoun? There's nothing in the Constitution forbidding you or him to run for office. I think Reiner's assumption is here totally unwarranted. Of course, if you and Calhoun don't join the IDF, of course the top execs won't include either of you. But as an advance assumption on his part, it's pretty silly.

4. He assumes that the IDF has the power to "punish" 'zines for being late. Where does he get such an idea? I find no such clause in the Constitution or By-Laws, nor does it make sense that the IDF could ever - or would ever - try to regulate publishing schedules. It would be stupid to try it - and equally stupid to think it would be tried.

5. The rather lengthy paragraph on who gets how many readers, with all its 1/3s and 1/20ths and such silliness is, of course, totally without meaning. It proceeds on the assumption that the IDF has the power to forbid its Members to play in 'zines not chartered by the IDF. Why? It is granted no such power in the Constitution, nor should it wish to do so. Players do not merely have a choice between IDF and non-IDF games, but rather the whole wide range of choice they now have.

On the whole, I view Mr. Reiner's letter, not as an effort to discuss the IDF from any rational point of view, but an attempt to raise non-existent bogies and sabotage an operation which he is incapable of opposing rationally (had he been so capable, I doubt he would have bothered with the pointless objections he did raise).

At the risk of repeating myself, I will note that the IDF does have problems which can be discerned by the rational mind. I doubt that it is or ever can be perfect. However, no problem has ever been solved merely by griping. Further, nothing is ever created merely by talking. A concrete proposal for a Diplomacy organization is better than nothing, for it provides a basis for rational discussion (and others) and a foundation upon which to build. If it doesn't work, that's kismet. However, whether it works or not will be no thanks to those who sit on the sidelines and throw brickbats. It is a shame that they are so adept at finding faults (real or not) but so unwilling to lift a finger to correct things. I, for one, recalling John F. Kennedy's words about Eleanor Roosevelt, "prefer to light a candle rather than curse the darkness."

C. R. WAGNER, Box 6008, APO San Francisco, Calif. 96328: A few, brief comments on the one-hundredth GRAUSTARK. (1) The issue was filled with extremely valuable information for new players. (2) John Reiner expressed my own opinion (for what it's worth) on the IDF very well, though I do not subscribe to his politics. Since I have spent a considerable amount of time in Viet Nam, I suppose I will feel obligated to write a letter on the subject sometime in the near future. (3) On rating systems: feel this is yet another method of regulating the "variable anarchy" of Diplomacy enthusiasts; to use your term. I fail to see the need for it. The good players will make themselves felt with or without such a system.

1966R (continued from p. 3)

VATICAN CITY (8 October 1903): When the new Ambassador from the recently founded nation of Annam presented his credentials this morning, the papal court was thrown into consternation. The new Annamese envoy to Pope Sylvester IV, it seems, is a twelve-year-old boy named Nguyen Tat Thanh.

When Pope Sylvester asked the youth whether he was indeed the Annamese Ambassador, the lad replied in excellent French, "The adult men are needed at home to defend Annam against the French, the Chinese, or the Japanese. But the leaders of the anti-colonialist movement have been kind enough to express confidence in my diplomatic abilities and my devotion to the freedom of Indo-China."

Further conversation demonstrated to the Pope that the young Ambassador was indeed well qualified for the post. The Pope complimented him on his precocity, but suggested, "If you would get ahead, I advise you to change your name. So many of your fellow countrymen bear the name 'Nguyen' that you might easily be lost in the crowd."

"No, change my name," the youth laughed. "No!"

VIENNA (16 October 1903): The Turkish Ambassador was soon leaving the Defense Ministry in a huff (a new steam-driven locomobile). Later, the Ambassador commented, "What dolts! They've somehow managed to bungle the entire Russian campaign in a few months of concentrated incompetence. No one seems to know who is in charge. By the way, who's in charge at home?" The Ambassador continued that Turkish troops under Austrian control would revert to Turkish command and that the formerly agreed-to Hungarian occupation of Rumania would probably be contested, at least until the muddled situation in Vienna is resolved.

CONSTANTINOPLE (29 October 1903): The Sultana was overthrown yesterday in one of the quickest, bloodiest revolutions on record. Unfortunately for the former ruler, she was overthrown from a balcony a good 75 meters above the palace courtyard. The government is now headed by Djenal Nasturtium, an obscure cavalry officer and botanical warfare expert. Rumor has it that the government will take action immediately in Rumania in an effort to rescue something from the near-disastrous military operations in the Ukraine under Austro-Hungarian supreme command. Nasturtium stated that this action does not mean war with Austria-Hungary, but is merely an act of self-preservation and protection in the light of the unstable internal situation in that country.

ANKARA (1 November 1903, Turkish Royalist Press): Djenal is a dork!

SEDAN (7 November 1903): The Imperial Kennel, known for producing the finest poodles in the world, has announced that a paternity suit will be brought against Prince Otto's dog based on misrepresentation of breed. The Prince and his dog, Count Wilhelm von Hohenzollern III, passed through here a few months ago on their way to Berlin.

PARIS (15 November 1903): Henri de Fli, former Chief Administrator of the Imperial Kennel, made the following comment on the "Sedan Incident" in his newly opened pet shop: "But I thought there was a poodle standing in a 'olo! Would you like to purchase a very short poodle? A fuzzy dachshund perhaps?"

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## TWO HEADS ARE BETTER THAN ONE...

...OR - IVF

by John Koning

As John Boardman remarked in GRAUSTARK #100, the alliance between Frank Clark's Germany and John Koning's Russia in 1965L was made early in the game and held to with uncharacteristic fidelity (uncharacteristic of whom?) (1) until the very end. It was a remarkable alliance, made in "Spring 1901", especially since though each partner continually expected the other to break faith, neither was willing to be the first double-crosser. Even when the joint declaration to call the game a tie had been signed and submitted, neither player was entirely sure that the other would go through with the whole thing. "Winter 1909" was a great relief to us both.

Original plans had called for an English-German attack on France, and a Russian-Turkish attack on Austria-Hungary. When the English joined the French against the Germans, however, and the Turks attacked both Austria and Russia, it became necessary to carry the war to more fronts than had originally been anticipated. Against the unity of Russia and Germany, however, the other players, whose alliances were short-lived and often tactically disadvantageous, had little chance. Luckily, the Turks and Austrians could not get together, neither leagued with the Italians, and these Eastern powers did not ally with the French-English bloc until very late in the game.

It would be unfair to suggest that either player was the "master strategist" behind the Alliance. Actually, the Russian fleets in the West acted under orders of the German player, while the German armies in the South were to all intents Russian pieces. The method of play was usually for each player to work out his strategy in his respective sphere and ask his ally for suggestions and whatever aid was necessary. Occasionally, lack of communication did cause some unintentional stand-offs, but these were incidental and did not affect the course of the game.

England was shortsighted in conceding Norway to Russia in 1901, hoping to catch his other neighbors off-guard with a concerted drive earlier than usual. This concession gave Russia 7 pieces at the end of the first year which, combined with the German 5, gave the Alliance considerable strength.

Also, unknowingly, Italy's strong play so alarmed the Turks that Russia was able to entrench herself firmly in the Black Sea-Balkans area. Smythe's strategy as Italy was to convoy an army to Tunis via his Ionian Sea fleet in 1901, build a second fleet in Naples, and stand poised for an attack on either Turkey or France. Although his choice was France, Turkey, fearing the worst, pulled the newly constructed fleet in Constantinople into the Aegean in "Spring 1902", returning to Russia's two fleets the control of the Black Sea that Russia had renounced in "1901" to clear Sevastopol for the construction of a new fleet.

The inept play of Austria-Hungary, combined with futile attacks by Turkey on Russia, gave an excuse for the attack on both these nations. The entrance of a German army into Austria swung the balance of power to the Alliance.

Meanwhile, Italy was making rapid progress into France when the beleaguered Austrians, facing defeat at home, jumped her. As John Smythe put it: "What Austrian player, attacked by Turkey, Russia, and Germany, would jump Italy, the only neighbor that had not jumped her?" Italy and Austria fell in rapid succession.

After this the game became merely a tactical exercise, the problem being to control the growth of each Alliance member so that each would reach 17 pieces simultaneously. The idea of a tie, first advanced as a stopgap measure to keep one player from jumping the other, eventually became such an integral part of Alliance planning that discarding it was almost unthinkable. This became especially true when Bruce Pelz's Russia won 1963B instead of tying, as anticipated, with Dian Pelz's

(1) - Uncharacteristic of Diplomacy players, that's of whom. - J. B.

Austria. Uniqueness has a certain attractiveness, even in Diplomacy. The St. Petersburg-to-Smyrna convoy (the longest one possible on the board) was added later as a nice finishing touch, but one which took several game-years' planning and construction.

We feel 1965L is a remarkable game not only because it resulted in a tie, or because the tying countries were the perennial "losers" Germany and Russia, but because it demonstrated that some alliances can be permanent. We had begun, after some years of play, to wonder.

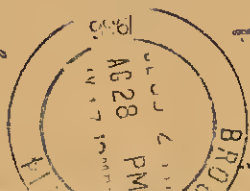
1966R (continued from p. 8)

BERLIN (27 November 1903): The following statement was released by Prince Otto concerning the so-called "Sedan Incident": "Zis ish foulcznez! Count von Hohenzollern would never shtup to zuch a ting! He maintainz ze zome high level of honor and integrrrrrty exemplified by nyzelv." The Prince then left hurriedly, claiming he had to walk his dog. He set a rather brisk pace with the "Count" playfully snapping at his heels. Rumors that the dachshund was actually trying to bite the Prince cannot be confirmed.

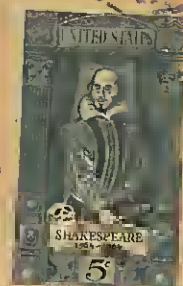
BUCHAREST (5 December 1903): Early this morning, six battalions of "Turinos" (Turkish Marines) liberated the city after landing from the Black Sea and crossing the Danube during the night. No fighting of a serious nature occurred as the occupation forces of Austria-Hungary were escorted to the border. General Hafiz Haid, commander of the Turkish forces, stated he had no orders for any further advances and that he was instructed only to occupy Bucharest, ensure all foreign troops departed the country, and have a good time.

VATICAN CITY (16 December 1903): In view of the increasingly warlike activity of most major powers, Pope Sylvester IV announced that the ceremonial Papal Guard would be increased into a small but effective army. "The present war in Europe, the civil war between Rooseveltists and Bryanists in America, the rumored Canadian invasion of the United States, and the Japanese attack on Russia indicate that a time of grievous danger is ahead," the Pope announced. "Therefore, early next year the Papal Guard will be increased by the formation of the Pope's Own Regiment of Amazon Axemen. This regiment will be commanded by Colonel Elizabeth Borden of the United States. She will be assisted by Major Bridget Sullivan of Ireland, with whom she has worked in the past. The Amazon Axemen will wear a distinctive uniform, and will be armed with battle-axes and hatchets.

GRAUSTARK #101  
John Boardman  
592 16th Street  
Brooklyn, N. Y. 11218  
U. S. A.



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44120

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